

REMARKS

Claims 1-4, as last amended, are now rejected under 35 U.S.C. 103(a) as being unpatentable over the newly-cited Liles et al. (US 5,880,731) in view of the previously cited Dupouy (US 6,057,845). The newly added claims 5-14 are rejected under 35 U.S.C. 103(a) as being unpatentable over Liles et al. in view of the newly cited Isaacs et al. (US 2002/0026483). The rejections were made final. These rejections are respectfully disagreed with, and are traversed below.

The Examiner characterizes Liles et al. as teaching a "system for entity visualization of text messages". The Applicants respectfully disagree. What Liles et al. teach is the use of avatars in a graphic chat session that are periodically animated to produce a gesture that conveys an emotion, an action, or a personality trait. Significantly, Liles et al. state at col. 9, lines 53-65:

"In the preferred embodiment, **gestures are not embedded or associated with text messages** that are transmitted by a participant for display to other participants. However, it is contemplated that a user will be enabled to select a gesture to accompany text that is transmitted for display to the other participants in the chat session. The gesture thus selected will provide emphasis of the user's emotional state in connection with the text message. Currently, in the preferred embodiment of the present invention, **the user can select a gesture that indicates the user's emotional state in response to a prior communication within the chat session, for transmission without accompanying text**, but a selected gesture and a text message can readily be transmitted together."

The description in col. 10, referred to by the Examiner, explains how text is displayed in text balloons or in mental thought balloons.

The Examiner is correct in stating that Liles et al. do not teach an entity player for invoking entity commands, where an entity command is invoked using the text input. Instead, it appears that the user of the Liles et al. system selects gestures from a gesture toolbar, and an avatar animation follows a predefined script associated with the toolbar-selected avatar gesture (see col. 9, lines 33-52).

The Examiner would then reconstruct the teachings of Liles et al. by attempting to incorporate the teachings of Dupouy.

As the Applicants previously noted, Dupouy discloses what he refers to as a universal command generator that converts a user input into commands that are recognizable by an application or device that ordinarily would not be able to interpret the user command. The converter is said to be customizable by the user such that a given input can be made to perform the same function, regardless of the application that is active or the operating system being used. Similarly, the user can customize the same input so that it will initiate different, but fully definable actions, depending on the context or application. Gesture recognition technology is used to recognize gesture inputs by the user to enable the use of gesture inputs to applications and devices. It is said that gestures can be symbols, characters, or any creation of the user, and that an input device can be any pointing device, including a mouse, graphic tablets, touchpad or touch screen, or any device that can control the position of a cursor. Dupouy represents that his technique allows a remote device, such as a television, CD player, a handheld computer, or a stereo system, to be controlled by user-defined gestures (see col. 11, lines 30-33). At col. 3, lines 45-52, Dupouy states that:

"The object device 152 can include an application 132 resident in memory 152 of a computer, an operating system 136 resident in memory on a computer 136, or a second device 140 such as a television, a CD player, or a stereo system. The second device 140 can be physically coupled to the databus 148, or it can be remotely coupled via infrared, or another conventional radio frequency communication method."

In making the rejection the Examiner refers to Dupouy teaching an "entity" player and an "entity" command. However, a careful reading of Dupouy still does not find any teaching of an "entity" of a type that is described and claimed in the instant patent application, and clearly no suggestion of controlling an avatar capable of animation-based gestures as in Liles et al. Controlled devices in Dupouy appear to be computer applications such as word processors (see col. 4, lines 3-12) and appliances such as televisions (see col. 11, lines 30-33).

Further, and as was pointed out above, the avatars of Liles et al. are preferably arranged and operated such that "gestures are not embedded **or associated with** text messages that are transmitted by a participant for display to other participants."

As such, it is respectfully submitted that one skilled in the art would not look to the system of Dupouy in an attempt to modify the teachings of Liles et al.

In that each of the independent claims 1-4 includes receiving a text input and invoking or executing an entity command or action, it is submitted that at least for this reason alone each of the claims 1-4 is not made obvious by, or rendered unpatentable over, the Examiner's proposed combination of Liles et al. and Dupouy (again, without admitting that such a combination is suggested by a reading of the references themselves).

It is again further noted in this regard that Dupouy does not expressly teach or suggest in col. 8, lines 35-39 and 63-65, or col. 9, lines 12-14, that a "message is constructed from the text input if a match is not found", as in claim 3.

The Examiner is respectfully requested to reconsider and remove the rejection of claims 1-4, and to allow these claims.

Turning now to the rejection of claims 5-14, the Examiner characterizes Liles et al. as teaching in col. 10, lines 1-32, that a received text string "comprises first text for specifying an entity command". As was argued above, Liles et al. do not teach this subject matter. Instead, what is disclosed is simply the provision of a text box to enable a "user to compose a message to be transmitted to other participants", in combination with a "text balloon" control, etc. As was pointed out above, Liles et al. specifically state at col. 9, lines 53-65, that: "In the preferred embodiment, **gestures are not embedded or associated with text messages** that are transmitted by a participant for display to other participants." As such, there is clearly no suggestion of, as in claim 5:

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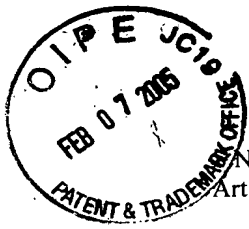
"..at least one logical unit that is responsive to a receipt of a text string, where the text string comprises first text for specifying an entity command and second text for specifying a text message, to execute the entity command by displaying on a display of the wireless communications device a visual representation of an entity having at least one characteristic that corresponds to the entity command".

The same argument applies to independent claim 6.

Thus, even if one were to combine the avatar system of Liles et al. with the wireless communications device of Isaacs et al., which is not admitted is suggested, the resulting combination would still not suggest or render obvious or unpatentable the subject matter found in the independent claims 5 and 6. This being the case, the dependent claims 7-14 are also not rendered obvious or unpatentable.

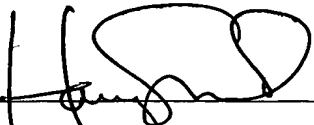
Claims 1-14 as last amended and newly added are all deemed to be in condition for allowance.

The Examiner is respectfully requested to reconsider the rejections in view of the foregoing arguments, to remove the rejections, and to issue a timely notification of the allowance of claims 1-14.



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Respectfully submitted:



Harry F. Smith

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Date

Reg. No.: 32,493

Customer No.: 29683

HARRINGTON & SMITH, LLP

4 Research Drive

Shelton, CT 06484-6212

Telephone: (203)925-9400

Facsimile: (203)944-0245

email: hsmith@hspatent.com

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Ann O'Brien-Towle

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